

FIG. 2A

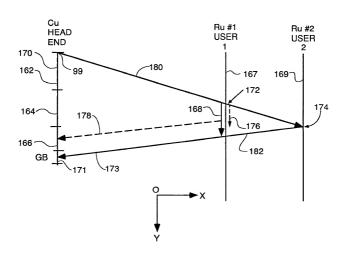
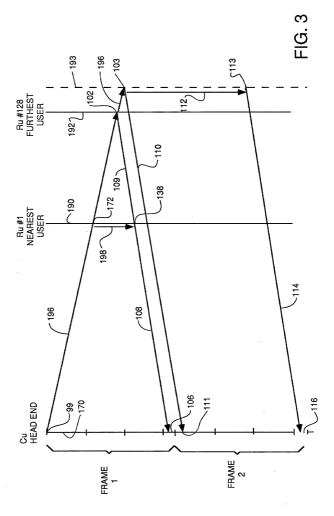
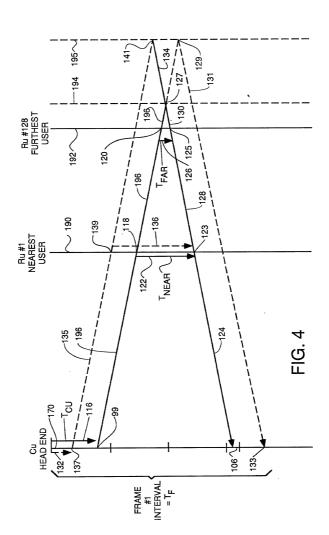
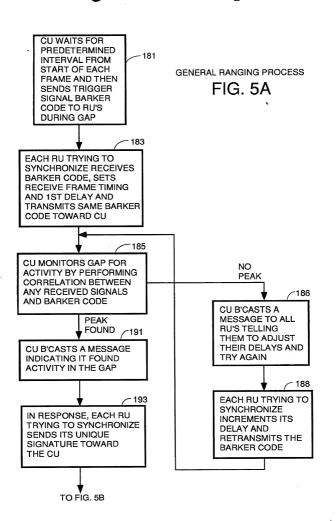
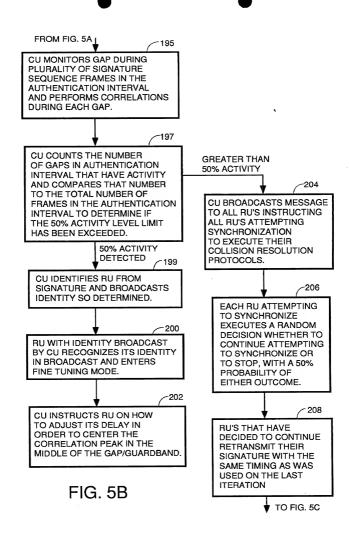


FIG. 2B









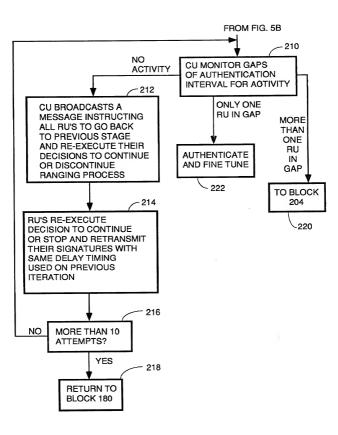


FIG. 5C

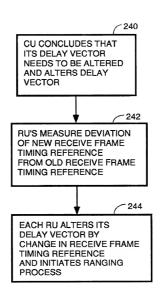


FIG. 6
DEAD RECKONING RE-SYNC

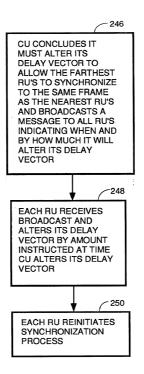
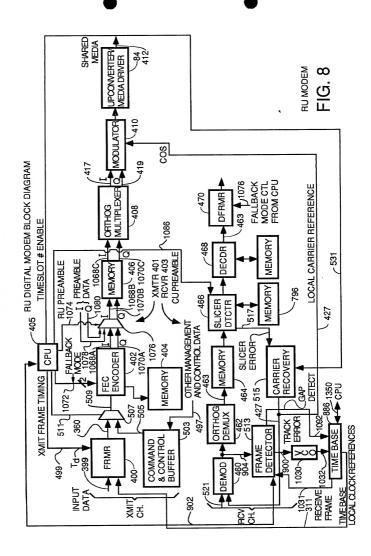


FIG. 7
PRECURSOR EMBODIMENT



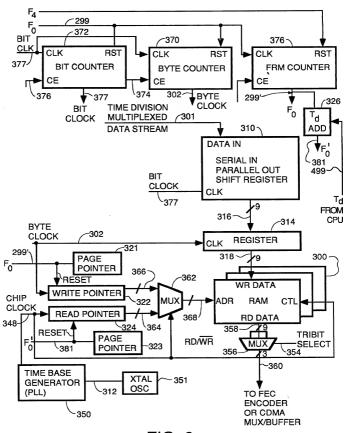


FIG. 9

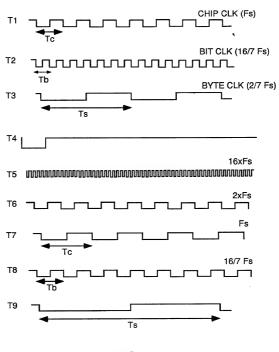


FIG. 10

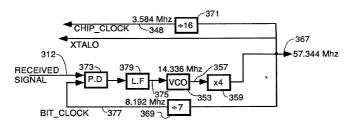
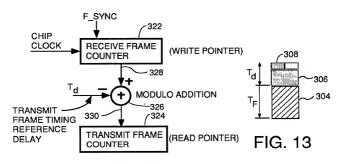
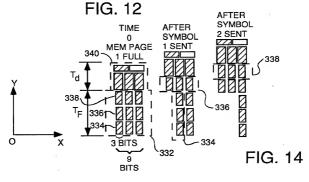


FIG. 11





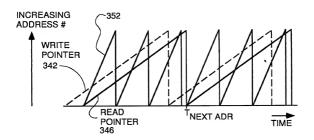


FIG. 15

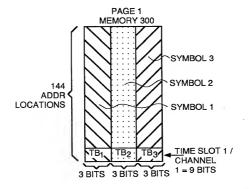
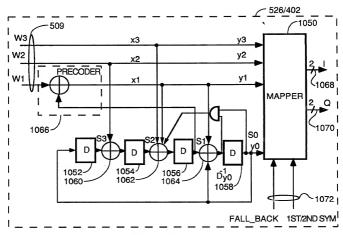


FIG. 16



PREFERRED TRELLIS ENCODER FIG. 17

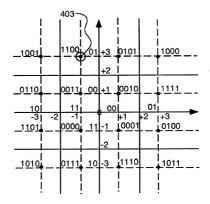


FIG. 18

	0000	111	111	
	0001	001	111	= 1 - j
	0010	001	001	= 1+j
	0011	111	001	= -1 + j
	0100	011	111	= 3 - j
	0101	001	011	= 1+3*j
	0110	101	001	= -3 + j
	0111	111	101	= -1 - 3* j
403~	1000	011	011	=+3 + 3*j
	1001	101	011	= -3 + 3*j
	1010	101	101	= -3 - 3* j
	1011	011	101	= 3 - 3 * j
	(1100	111	011	= -1+ 3* j
	1101	101	111	= -3 - j
	1110	001	101	= 1 - 3* j
	1111	011	001	= 3 + j

FIG. 19

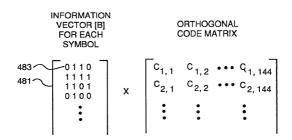


FIG. 20A

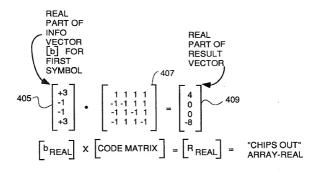
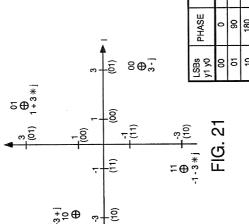


FIG. 20B

MAPPING FOR FALL-BACK MODE - LSB'S



y3 y2	8	10	10	11
1+jQ	3-j	1+j3	-3+j	-1-j3
PHASE	0	06	180	06-
LSBs y1 y0	00	10	5	11

LSB=11 MHEN WHEN

1+jQ WHEN LSB=10

1+jQ WHEN LSB=01

1+jQ WHEN LSB=00

PHASE (2nd-1st symbol) <u>--</u>

3-

-3+j 🗸

<u>+</u> <u>+</u> ÷ <u>ب</u>

0

ن 1+33

> 180 ုန္တ

န

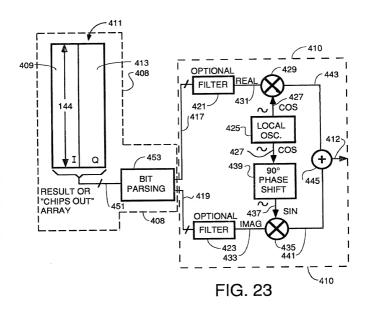
1 + 13

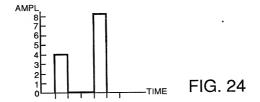
÷.

+3 ÷ <u>۾</u>

က်

LSB & MSB FALLBACK MODE MAPPINGS FIG. 22





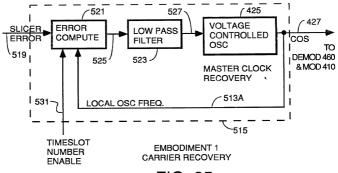


FIG. 25

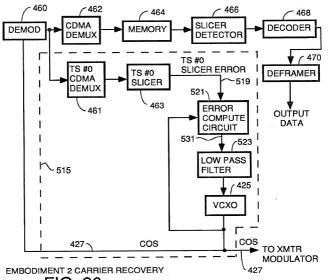


FIG. 26

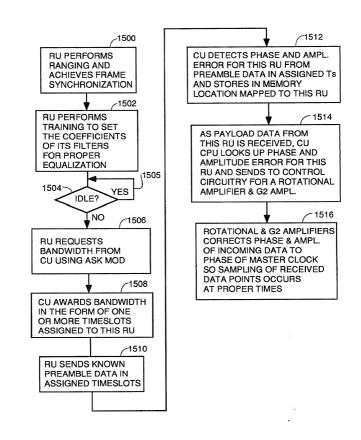
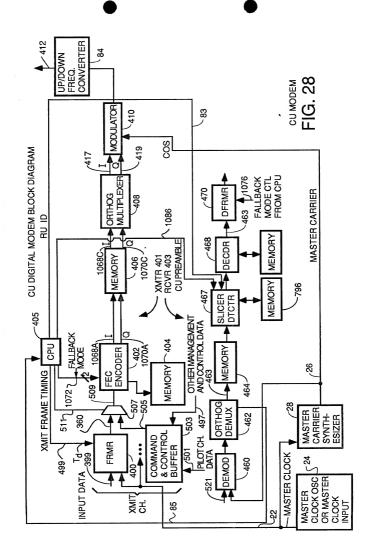


FIG. 27



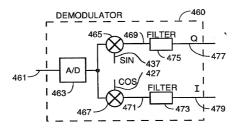
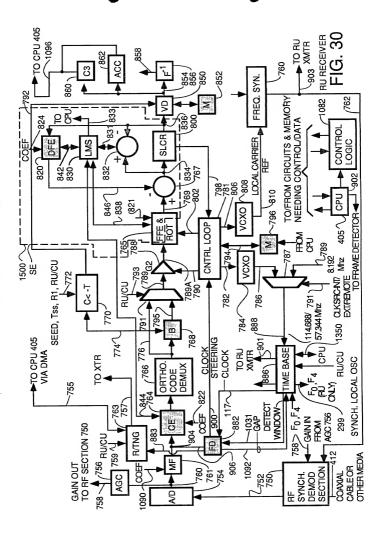
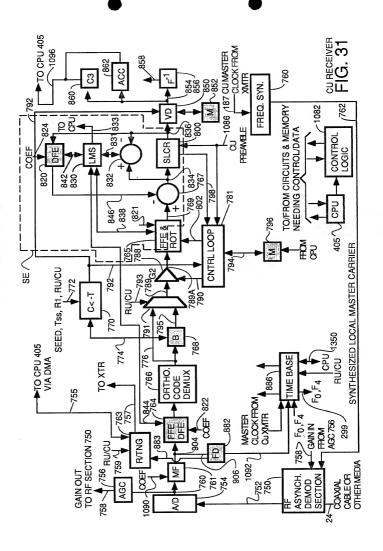
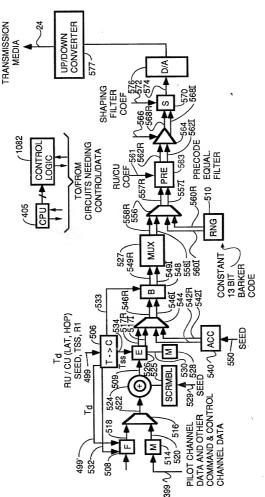


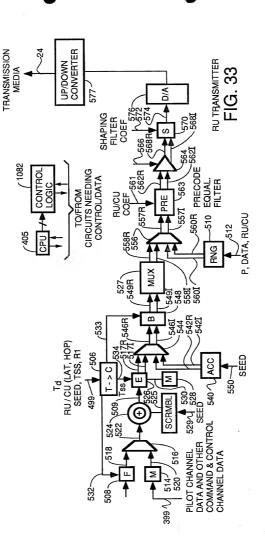
FIG. 29

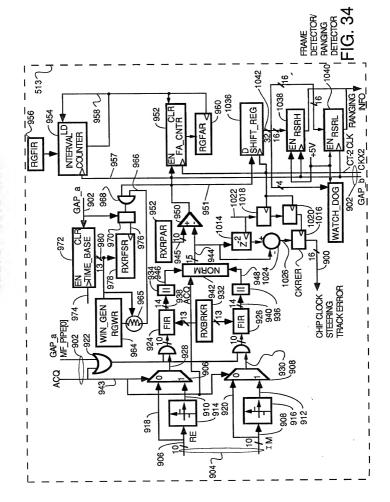






CU TRANSMITTER FIG. 32





GAP ACQUISITION TIMING

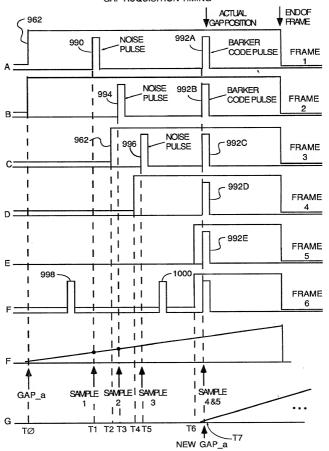


FIG. 35

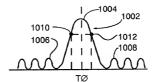


FIG. 36

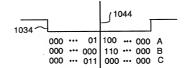
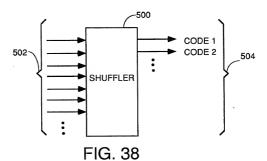
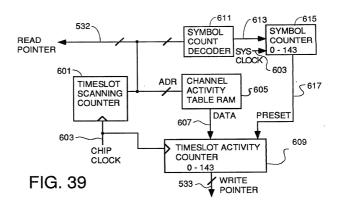
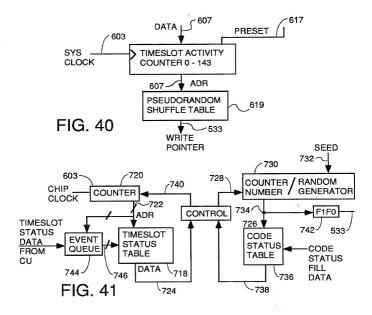
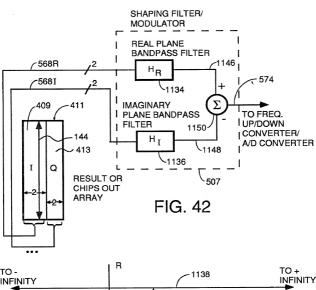


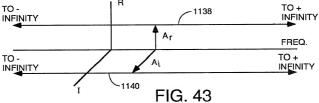
FIG. 37
FINE TUNING TO CENTER BARKER CODE

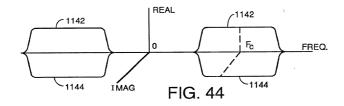


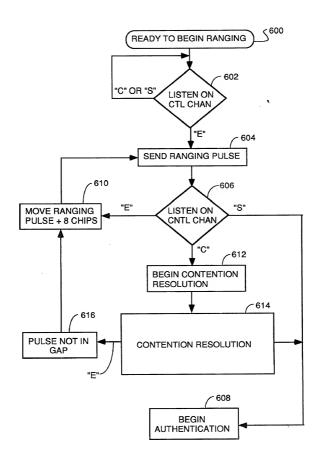




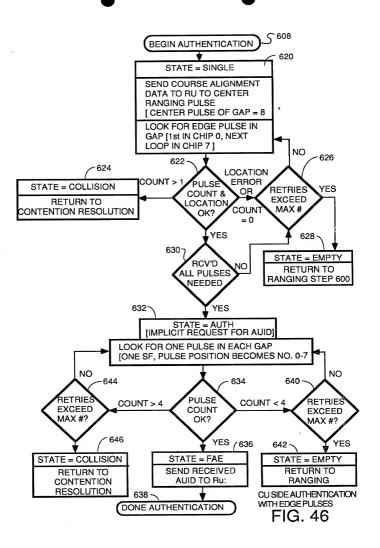


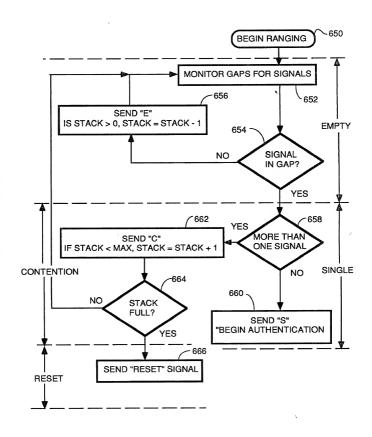




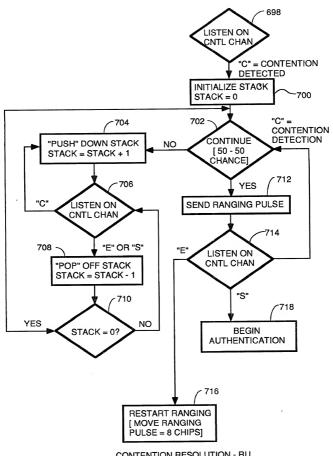


RU RANGING FIG. 45



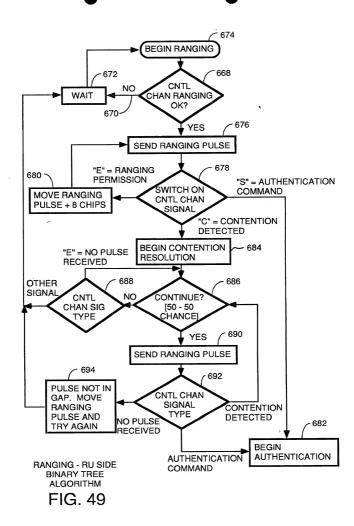


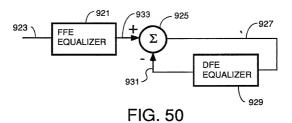
CU RANGING AND CONTENTION RESOLUTION FIG. 47

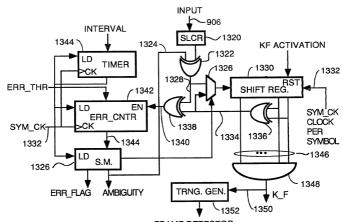


CONTENTION RESOLUTION - RUUSING BINARY STACK

FIG. 48







FRAME DETECTOR
FRAME SYNC/KILOFRAME DETECT

FIG. 51

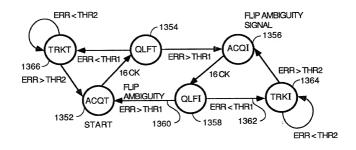
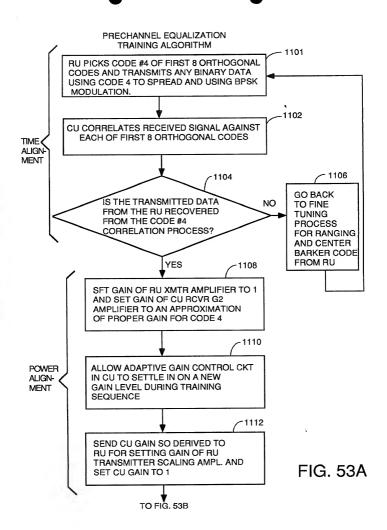
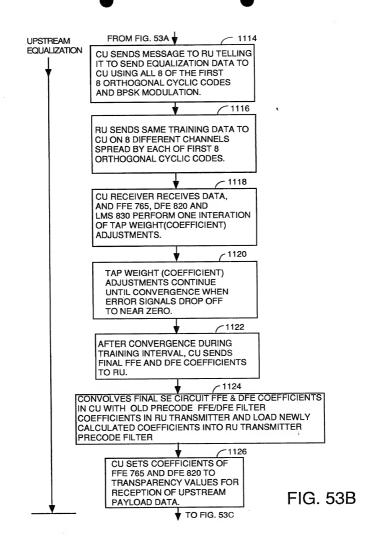


FIG. 52





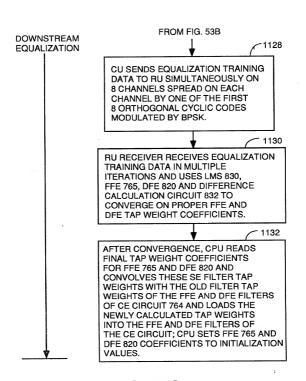


FIG. 53C

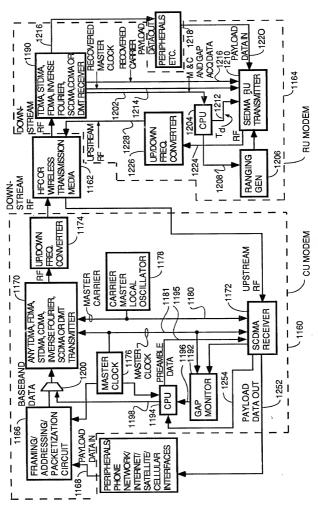
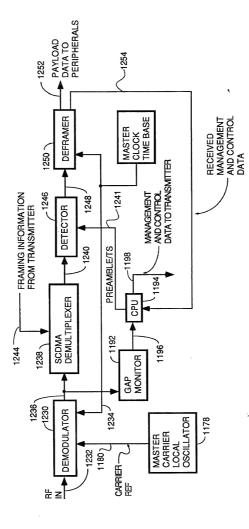


FIG. 54



SIMPLE CU SPREAD SPECTRUM RECEIVER FIG. 55

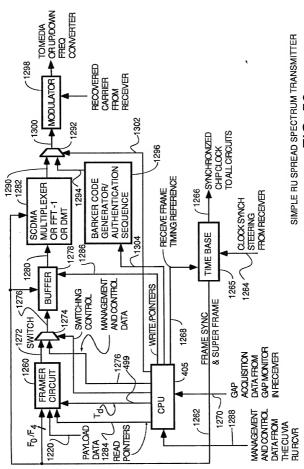
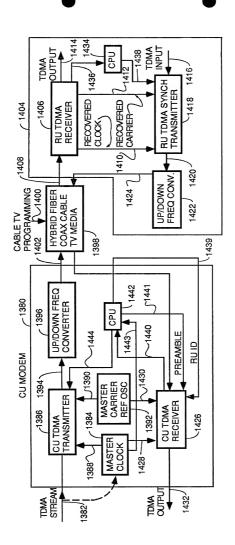


FIG. 56



SYNCHRONOUS TDMA SYSTEM

FIG. 57

OFFSET	1B .	ASIC	2A ASIC			
(CHIPS)	RGSRH	RGSRL	RGSRH	RGSRL		
0	0x0000	0x8000	0x0001	0x0000		
1/2	0x0000	0xC000	0x0001	0x8000		
1	0x0000	0x4000	0x0000	0x8000		
-1	0x0001	0x0000	0x0002	0x0000		

FIG. 58

TRAINING ALGORITHM

SE FUNCTION

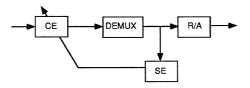
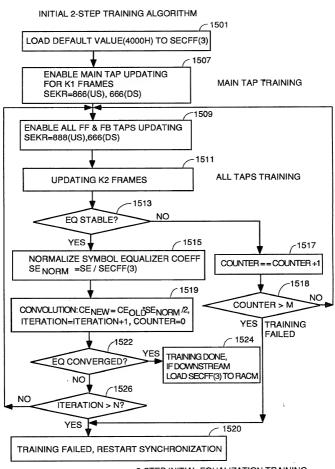


FIG. 59



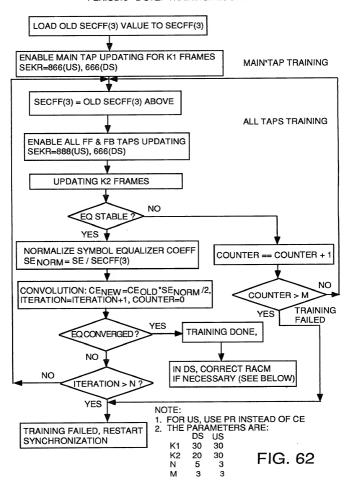
2-STEP INITIAL EQUALIZATION TRAINING FIG. 60

EQ STABILITY CHECK 1560 FOR k=0,2 -1564 -1562 NO YES EQ UNSTABLE SECFF k <THRLDCOEFF 1566 FOR k=0.3 - 1570 1568 NO YES SECFB_k <THRLD_{COEFF} **EQ UNSTABLE** 1570 $\mathsf{AMP}_{\mathsf{SIDE}} = \sum_{\mathsf{k}=0}^{2} \left(\mathsf{SECFFI}_{\mathsf{k}}^{2} + \mathsf{SECFFQ}_{\mathsf{k}}^{2} \right) + \sum_{\mathsf{K}=0}^{3} \left(\mathsf{SECFBI}_{\mathsf{K}}^{2} + \mathsf{SECFBQ}_{\mathsf{K}}^{2} \right)$ -1572 $AMP_{MAIN} = SECFFI_{3}^{2} + SECFFQ_{3}^{2}$ 1574 AMP SIDE AMP_{RATIO} = AMP_{MAIN} FIG. 61 1576 AMP RATIO < THRLD STABLE YES 1578 **-1577 EQ UNSTABLE** EQ STABLE

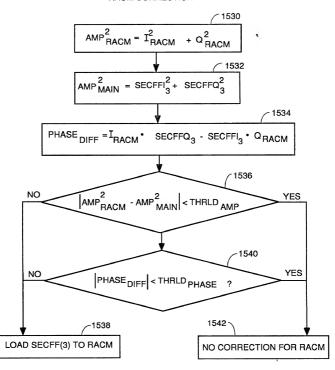
THRLD_{STABLE} = 10⁻³

NOTE: THRLD COEFF = 7F00H

PERIODIC 2-STEP TRAINING ALGORITHM



RACM CORRECTION



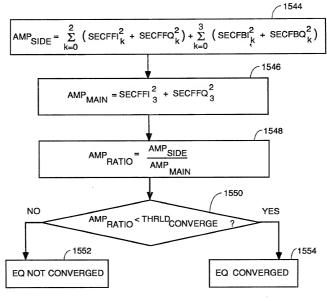
NOTE: THRLD_{AMP} = TBD

THRLD_{PHASE} = TBD

ROTATIONAL AMPLIFIER CORRECTION

FIG. 63

EQ CONVERGENCE CHECK



NOTE: THRLD CONVERGE = 10 -5

FIG. 64

POWER ALIGNMENT FLOW CHART **1600** SEKR=0x0855H -1602 **ENABLE EQ MAIN** TAP UPDATING FOR 4x20 FRAMES **1604** DELTA 1 =(SECFF(3)^A2 - 1FFFH)/k1 -1606 YES ABS(DELTA)<TH TNO **1608** -1610 POWER ALIGNMENT DONE LOOP FILTERING -1612 UPDATE TXLVLR **~1614** COUNTER=COUNTER+1 1616 1618 NO POWER ALIGNMENT FAILED COUNTER>N? NOTE: TH = 600H

FIG. 65

N = 12

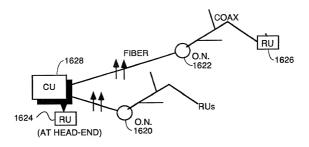
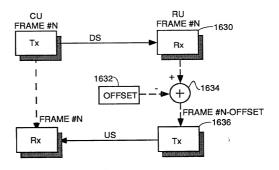


FIG. 66



TOTAL TURN AROUND (TTA) IN FRAMES = OFFSET FIG. 67

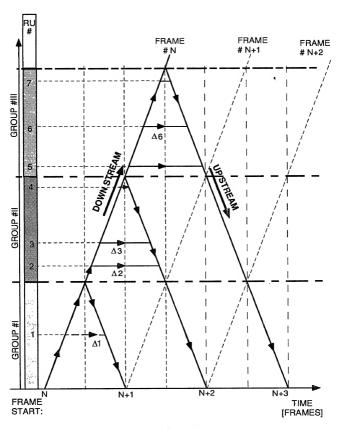
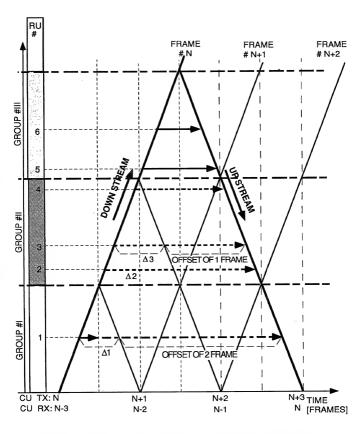


FIG. 68



CONTROL MESSAGE (DOWNSTREAM) AND FUNCTION (UPSTREAM) PROPAGATION IN A 3 FRAMES TTA CHANNEL

FIG. 69

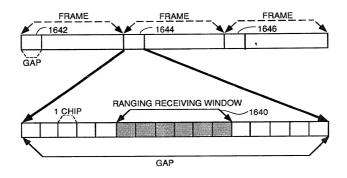
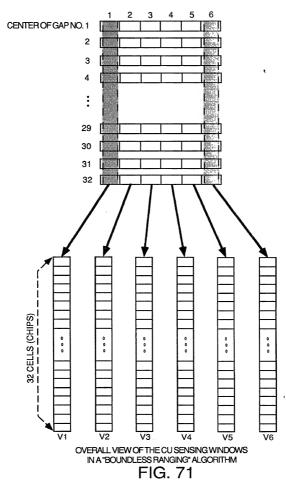


FIG. 70



1 0 0 1 0 0 1 1 2 1 0 0 1 1 1 1 3 0 0 0 1 1 1 1 4 0 0 0 1 0 0 0 0 5 0 1 0 0 1 0 0 0 6 0 0 1 1 1 1 1 7 0 0 0 1 1 1	CHIP\FR	1	2	3	T :	_	_				
2 1 0 0 1 1 3 0 0 0 1 1 1 4 0 0 0 0 0 0 0 0 5 0 0 0 0 1 0 6 0 0 1 1 0 7 0 0 0 1 1	1	0			4	5	1 6		7		33
3 0 0 0 1 1 1 1 1 1 4 0 0 0 0 0 0 0 0 0 5 0 0 0 0 1 0 0 0 1 6 0 0 1 1 1 1 1 7 0 0 0 1 1 1	2	4		-	0	0] 1		1		+-
4 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0	3		-	10	1	1	1	1		_	10
5 0 -1 0 0 1 0 0 0 6 0 0 1 1 1 7			0	0	1 .	1	+.	+	-		_
5 0 1 0 0 1 0 0 0 6 0 0 1 1 1 7 0 0 0 0 1 1	-	0	0	0		0	 	+-	\dashv		
6 0 0 1 1 1 7 0 0 0 1 1 1		0		0			0	10	\sqcup		0
7 0 0 0 1 1	Τ	0	_			1		1	T		\neg
0 0 1 1 1	1		-	: -11	1	1			+	-	\dashv
	+	-		0	-1	1			+	-	\dashv
0 0 0 0 0 0 0		0	0	0	0	1			+	\perp	

FIG. 72